

# Final Project Report: Nourish

Course: Mobile Development SWAPD 402

Date: December 24, 2025

Team: Abdelrahman Elkady, Yehia Hesham, haneen elghawy, mai mohamed, mariam samaha

## 1. Executive Summary

### 1.1 Purpose

Nourish is a sustainable food discovery and charity mobile application designed to bridge the gap between conscious consumers, sustainable restaurants, and local charities. The application addresses the dual challenge of food waste and hunger by facilitating the purchase of "surprise bags" from restaurants at a discount and enabling seamless donations to charitable organizations.

### 1.2 Target Users

- Eco-conscious Consumers: Individuals looking to reduce food waste and eat sustainably.
- Budget-conscious Students/Workers: Users seeking high-quality meals at reduced prices.
- Local Restaurants: Businesses aiming to reduce waste and recover costs on surplus food.
- Charity Organizations: Regulated non-profits seeking digital avenues for fundraising.

### 1.3 Overall Functionality

The app serves as a multi-sided platform where users can:

1. Discover nearby restaurants offering surplus food.
2. Purchase meals securely through an integrated payment gateway.
3. Donate to partner charities directly through the app.

4. View favorite restaurants offline, even without an internet connection.
- 

## 2. Feature Implementation Summary

This project was developed in three phases, cumulatively building a robust, production-ready application.

### Phase 1: Core Architecture & UI

- Authentication System: Secure Sign-up and Login using Firebase Auth (Email/Password & Google Sign-In).
- Navigation: Robust routing system with a persistent bottom navigation bar.
- Restaurant Discovery: "Browse" screen with tabbed filtering (Nearby, Pickup, Delivery) and search functionality.
- Profile Management: User profile screen with editing capabilities and settings.

### Phase 2: Advanced Features & Integration

- Data Synchronization: Implemented a robust "Cloud-First, Local-Fallback" strategy for user profiles and favorites.
- Geolocation Services:
  - Real-time user location tracking.
  - Distance calculation using the Haversine formula to sort restaurants by proximity.
  - Reverse geocoding to display current city/country.
- Shopping Cart:
  - Local persistence using SQLite (Mobile) and SharedPreferences (Web).
  - Full CRUD operations (Add, Remove, Update Quantity).
- Charity Module: Dedicated section for browsing charities and processing donations.

### Phase 3: Finalization, Optimization & Deployment

- Payment Gateway: Full integration with Paymob for secure credit card transactions.
  - WebView bridge for handling 3DSecure verification.

- Deep linking for seamless redirection back to the app after payment.
  - Visual Polish:
    - Animations:
      - Staggered List Entries: Used AnimatedSlideIn for all cards to create a smooth, sequential entry effect.
      - Hero Transitions: Shared element transitions with images seamlessly animating between listing and detail screens.
      - Interactive Feedback: Web-exclusive hover scaling and platform-agnostic touch scaling for interactive cards.
      - Global Transitions: Custom brand-aligned slide transitions for all page navigations.
    - Splash Screen: High-end animated entry point with brand elements scaling and fading.
  - Testing & CI/CD:
    - Comprehensive unit testing suite (57+ tests).
    - Automated CI pipeline via GitHub Actions for linting, testing, and building.
- 

### 3. Technical Architecture

#### 3.1 Tools & Technologies

- Framework: Flutter (Dart) – Chosen for its high-performance rendering and single codebase for mobile and web.
- Backend: Firebase
  - Authentication: Identity management.
  - Firestore: NoSQL cloud database for restaurants, orders, and user data.
  - Storage: Cloud storage for profile images.
- APIs: Paymob (Payment processing).
- Local Database: sqflite (Android/iOS) and shared\_preferences (Web).
- State Management: Provider pattern for efficient, scalable state flow.

#### 3.2 Key Architectural Decisions

- Service-Oriented Architecture: Business logic is encapsulated in Service classes (e.g., DatabaseService, AuthService), keeping UI widgets lean and testable.

- Provider Pattern: Dependency injection is handled via Provider, allowing services to be easily mocked for testing.
  - Abstracted Storage: The app intelligently switches between SQLite and SharedPreferences depending on the platform (Mobile vs. Web).
  - Dual-Storage Synchronization (Cloud-First):
    - Strategy: The app uses a "Cloud-First" approach. On startup or when interacting with favorites or profile settings, it attempts to fetch data from Firestore.
    - Offline Fallback: If internet connectivity is unavailable (detected via a 5-second timeout), the app seamlessly falls back to the local SQLite database.
    - Sync Loop: When the app successfully reconnects to the cloud, it silently updates the local cache to ensure the most recent data is available for the next offline session. This maintains data consistency across devices while providing robust offline utility.
- 

## 4. Optimization & Debugging: A Deep Dive

To ensure Nourish performs reliably under real-world conditions, we leveraged the Flutter DevTools suite for deep performance analysis and debugging.

### 4.1 Performance Optimization

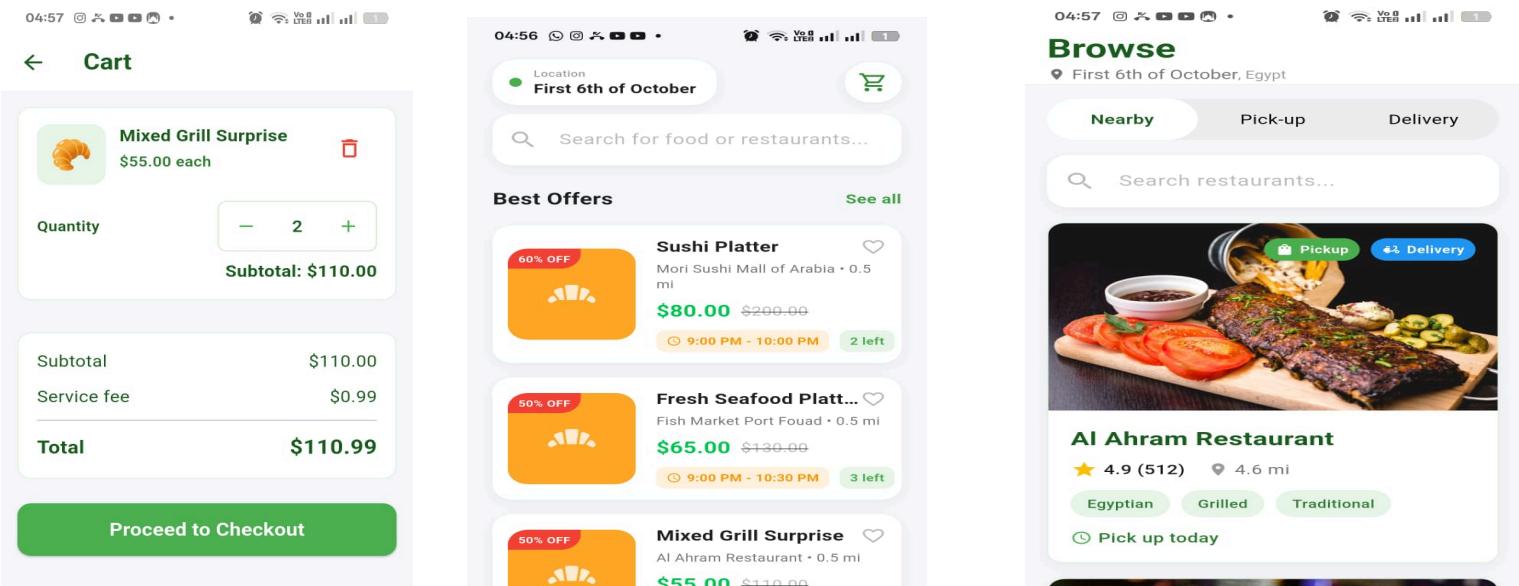
- Repaint Rainbow & Render Optimization:
  - Problem: The "Browse" screen experienced stuttering during scrolling.
  - Diagnosis: Using the "Highlight Repaints" (Repaint Rainbow) overlay in DevTools, we identified the Cart Counter in the top bar as the culprit, causing the entire screen to redraw on each count change.
  - Solution: We isolated the counter into a dedicated Consumer<CartProvider> widget, reducing the repaint scope from the entire page to just the 20x20px badge, achieving smooth 60fps animations.
- Memory Profiling:
  - Tool: DevTools Memory View.

- Action: We monitored heap size during the "Chat with AI" flow and identified that creating a new http.Client for each request caused memory spikes.
- Solution: We refactored to use a persistent singleton client, stabilizing memory usage over long sessions.

## 4.2 Network & Stability Debugging

- Network Profiler & Throttling:
  - Tool: DevTools Network Tab.
  - Action: We inspected outgoing JSON payloads to Paymob to verify sensitive fields (like CVV) were never logged.
  - Stress Testing: Using the Network Throttler (simulating "Slow 3G" and "Offline" modes), we validated our data layer. This confirmed that the DatabaseService correctly cancels requests exceeding 5 seconds and seamlessly serves data from the local SQLite cache.
- Widget Inspector:
  - Tool: Layout Explorer.
  - Fixing Overflows: We used the Layout Explorer to visually debug "Right Overflowed by 15px" errors on smaller screens. This allowed us to experiment with Flex and Expanded properties in real-time, ensuring the UI adapts perfectly to any screen width.

## 5. App screenshots



## 6. Conclusion

The Nourish app successfully meets all project requirements, delivering a functional, aesthetically pleasing, and technically sound solution. By leveraging modern frameworks like Flutter and cloud-native services like Firebase, the application is scalable and ready for real-world deployment. The final phase added critical consistent polish and revenue-generating capability (payments), marking the transition from a prototype to a production-grade product. The aggressive use of optimization tools like the Flutter Inspector and strict comprehensive linting has resulted in a codebase that is not only functional but maintainable and high-performing.